using the network to track the amount of money played on the selected gaming devices;

allocating a predetermined percentage of the money played to a bonus pool;

[initiating a bonus period after the bonus pool exceeds a predetermined level;]

providing data establishing criteria to cause a bonus to be paid from the pool via one of said selected gaming devices upon the occurrence of a predetermined event;

storing the data in a memory connected to a controller associated with only one of the gaming devices;

transmitting data indicative of gaming device activity from the gaming device to the controller;

transmitting a pay command from the controller to the gaming device upon the occurrence of the predetermined event [only if a bonus period has been initiated]; and

paying money from the bonus pool via the gaming device responsive to receipt of the pay command.

In claim 66, line 3, change "a bonus" to --money--.

In claim 77, line 11, change "pay" to --play--.

Please change the claim numbers on the last four claims in the preliminary amendment filed with the application from "81, 82, 83, 82" to --84, 85, 86, 87-- respectively.

In newly renumbered claim 85, line 1, change "81" to --84--.

In newly renumbered claim 86, line 1, change "82" to --85--.

Please add the following new claims:

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88. A method of operating gaming devices interconnected by a computer network to a host computer having a user-operated input device comprising:

associating each gaming device with a unique address code;

selecting less than all of the gaming devices interconnected by the computer network responsive to a user-effected action at the input device which identifies the selected gaming devices with the respective associated address codes;

using the network to track activity of the selected gaming devices;

allocating a predetermined percentage of the money wagered to a bonus pool;

determining a bonus award to be paid from the bonus pool at one of said selected gaming devices;

generating data indicating the amount of the bonus award;

transmitting the data over the network to one of said selected gaming devices; and

paying the bonus award at said one gaming device.

89. The method of claim 88 wherein selecting less than all of the gaming devices interconnected by the computer network responsive to a user-effected action at the input device which identifies the selected gaming devices with the respective associated address codes comprises creating a table having a list of the unique address codes for each gaming device.

90. The method of claim 89 wherein creating a table having a list of the unique address codes for each gaming device comprises sequentially adding each unique address code to the table.

91. The method of claim 88 wherein using the network to track activity of the selected gaming devices comprises detecting the amount wagered at each of the selected gaming devices.

92. The method of claim 88 wherein selecting less than all of the gaming devices responsive to a user-effected action at the input device comprises selecting a first group of gaming devices and wherein said method further comprises:

selecting a second group of the gaming devices responsive to a user-effected action at the input device which identifies the selected gaming devices with the respective associated address codes;

generating data indicating the amount of a second bonus award;

transmitting the data over the network to one of said gaming devices in the second group; and

paying the second bonus award at said one gaming device in the second group.

93. The method of claim 92 wherein said method further includes using the network to track the activity of all of the gaming devices in the network substantially simultaneously with all of the preceding steps.

94. The method of claim 93 wherein said gaming devices are each associated with a card reader which is operatively connected to said network and wherein said method further comprises:

detecting a player of the gaming devices responsive to entry of a unique player identification card into the card reader;

transmitting the amount of money played at each gaming device by the player from the gaming device to the host computer; and

creating a player account which tracks the activity of the player on the gaming devices.

95. The method of claim 88 wherein paying at said one gaming device comprises paying coins from a hopper at said one gaming device.

96. The method of claim 88 wherein paying at said one gaming device comprises applying credits to a credit meter at said one gaming device.

97. The method of claim 88 wherein said method further comprises paying the entire bonus pool at said one gaming device.

98. The method of claim 62 wherein said method further includes:

initiating a bonus period after the bonus pool exceeds a predetermined level; and

transmitting the pay command only during a bonus period.